

# Gaim Suom Medium Carrier

## SPECS

Class: Hvy Combat Vsl  
In Service: 2252  
Point Value: 520  
Ramming Factor: 200  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Packet Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 2d10+10  
Range Penalty: -1 per 2 hexes after range 10  
Fire Control: +3/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Scattergun

Class: Particle  
Modes: Standard  
Damage: 2d6+1  
Range Penalty: -2 per hex  
Fire Control: +0/+2/+5  
Intercept Rating: -2  
Rate of Fire: 1d6 per turn

### Twin Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## FORWARD HITS

1-3: Retro Thrust  
4-5: Packet Torpedo  
6-7: Scattergun  
8-9: Twin Array  
10-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-6: Hangar  
7-8: Scattergun  
9: Jump Engine  
10-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Struct  
7-9: Port/Stb Thrust  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## INTERNAL HANGAR

6 Fighters

1 Shuttle: Thrust: 4

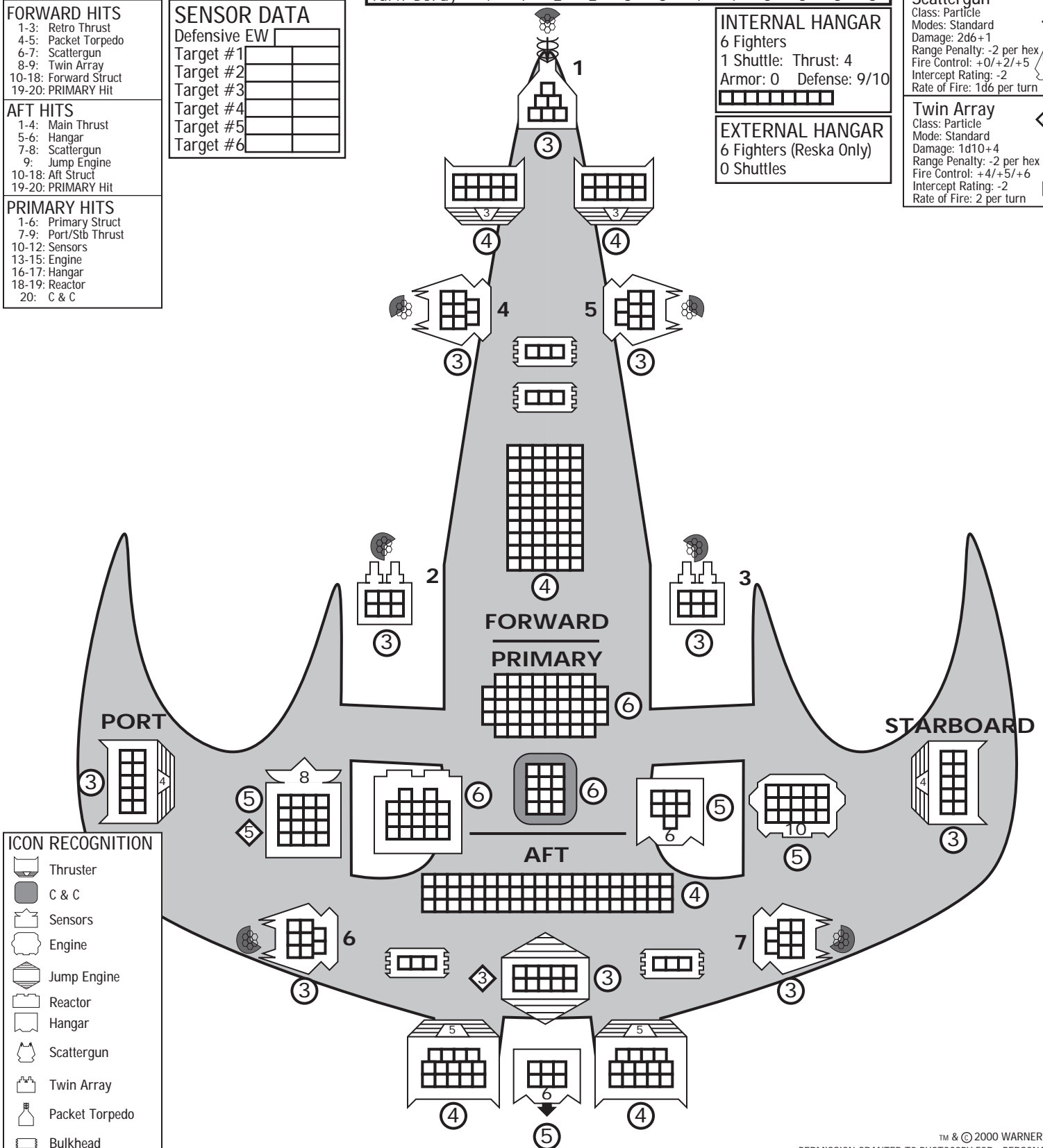
Armor: 0 Defense: 9/10

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## EXTERNAL HANGAR

6 Fighters (Reska Only)

0 Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Scattergun
- Twin Array
- Packet Torpedo
- Bulkhead